

# **Texas Hold'em and Omaha**

## **Texas Hold'em Description:**

Each player receives two cards dealt face down, as their initial hand. After both of these cards have been delivered, there is a round of betting at the lower limit (\$3 in a 3-6 game). Players put up blinds instead of antes. Blinds are bets made before any cards are dealt. Players must call the largest blind bet (Big Blind), plus any raises, to continue in the hand. Otherwise, players may fold in turn.

Three community cards (called "the Flop") are then turned face up in the center of the table. Players now have the option to check, if nobody has bet yet. If there is a bet, players must call the bet plus any raises or fold. There is then a second round of betting at the lower limit. The dealer turns a fourth card (the "Turn" card) face up in the center of the table, and another round of betting, at the higher limit occurs (\$6 in a 3-6 game). The dealer turns up a fifth and final card (the "River" card), after which a final round of betting occurs, at the higher limit. These five cards are community cards, shared by all active players at the table. The dealer does not get a hand. Players play against each other only.

At the completion of each hand, each active player will have 7 cards - 2 personal cards dealt face down and 5 community cards (the board) face up in the center of the table. A player may use any combination of five cards (e.g. one in their hand, four from the board, etc.) to determine their highest hand. A player may also play just the five cards on the board (play the board).

Hold'em uses a dealer button to indicate the player who will be last to receive cards on the initial deal and the last to act on all betting rounds (except the first). One or more blind bets are used to start the action and initiate play. Blinds are posted before the start of the hand and may count toward the players' bets. Blinds are posted by players who sit in consecutive order from the button. Action is initiated on the first betting round by the player on the immediate left of the Big Blind. On all subsequent betting rounds the action is initiated by the first active player clockwise from the dealer button. Blinds are considered to be live and if there are no raises, may raise themselves when the action comes to them.

## **Omaha 9 or better High-Low Split(with a 1/2 Kill) Description**

Omaha is like Hold'em, except: 1. Players are dealt four cards as their initial hand. 2. Players must use exactly two cards from their hand and three cards from the board to make their best five card poker hand. 3. The Rancho's Club Casino plays Omaha High-Low Split. 4. Rancho's Club Casino plays Omaha with a half-kill.

In Omaha High-Low Split, the high hand splits the pot if there is a qualifying low hand. To qualify for the low players must have a 9 or better (lowest possible low hand is A 2 3 4 5). Players may use any two cards, from their hand, for the high and any two cards for the low. If there is no qualifying low hand, the high wins the entire pot. If two or more players have the same high hands they will split the high hand's portion of the pot equally. If two or more players have the same low hands they will split the low hand's portion of the pot equally.

In a game with a half kill, if a player "scoops" the main pot and that pot is \$60 or more, the player posts a blind bet (\$6 in a 4 - 8 game) and the limit goes up (to 6 - 12 in a 4 - 8 game) for the next hand only.

# Rules

1. Forced blinds are considered to be live. If there are no raises, blinds may raise themselves.
2. In all Hold'em and Omaha games, the lower limit will be used on the initial betting round and the flop, and the higher limit on the last two cards.
3. If a player's hole card is exposed on the initial deal, it will be replaced with the top card on the deck after the deal has been completed. The exposed card will be placed face up on top of the deck and used as the burn card before the flop. If two or more cards are exposed on the deal, it is a misdeal.
4. A bet and three raises are allowed, unless it's head-up (then there's never a limit).
5. Check and raise is allowed.
6. A card dealt off the table will be treated as an exposed card. A card dropped off the table may not automatically kill a player's hand.
7. If a player is dealt more or less cards than entitled to and it is discovered before there is any action, it is a misdeal. If not, the action continues and any blinds or bets that a player has in the pot are forfeited.
8. If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If it can't or five or more cards are exposed on the flop, the flop will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
9. If cards are flopped by the dealer before all betting is completed, the entire flop will be taken back and reshuffled. After the betting is completed, a new flop will be put up. The burn card remains burned and no new card is burned before the flop.
10. If the dealer turns up the 4th card, before the round of betting is completed, the turn card will be taken back. After the round of betting is completed, the next card will be burned and the 5th card put down in the 4th card's place. After the next betting round is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning.
11. If the 5th card is turned up, before betting is completed, it will be reshuffled in the same manner as the previous rule.
12. If a player misses any of the blinds for any reason, the player may resume play by:
  1. Posting – If all the blinds were missed, a player must put up the amount of the Big and Middle Blinds. If a player misses the Middle and Small Blinds or just the Small Blind he/she posts what he/she missed. If the player posts, up to the amount of the Big Blind plays for the player.
  2. Waiting for the Big Blind.
  3. Buying the button. The first player to the left of the dealer button may "buy the button" by putting up the large and small blinds (only the amount of the big blind plays for him/her).

## Omaha

(High, Low, and High-Low Split)

- 1) Omaha is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.) (We are currently using blinds in all poker games.)
- 3) Each player is dealt one card, face down, in turn, until each player has four cards and a round of betting follows.
- 4) Three community cards are then dealt face up in the center of the table. A round of betting follows.
- 5) A fourth community card is dealt face up on the table. A round of betting follows.
- 6) A fifth community card is dealt face up on the table. A round of betting follows.
- 7) The remaining players expose their hands to determine the winner or winners.
- 8) Using any two cards out of the four cards in a player's hand along with any three of the five community cards on the table, each player's best five-card poker hand is established to determine the winner or winners.
- 9) Winning hands may be the highest ranking five-card poker hand, the lowest ranking five-card poker hand possible, or the highest and the lowest (qualifying) ranking hand (s) may split the pot. (We are currently using A 2 3 4 5 as the lowest low hand; Rancho's Club Casino reserves the right to change the lowest hand with notice to the division.) If two or more players have the same high hands, they will split the high portion of the pot equally. If two or more players have the same low hands, they will split the low portion of the pot equally.
- 10) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 11) Betting limits:
  - A) No Limit
  - B) Pot Limit
  - C) Spread Limit
  - D) Straight Limit
  - E) Fixed Limit

### **Rules for Omaha (High, Low, and High-Low Split)**

- 1) If four cards are accidentally turned by the dealer on the flop, the 4th card will be taken back and used as the burn card, if it can be identified. If five or more cards are exposed on the flop, it will be taken back and reshuffled, except the burn card which remains burned. No new burn card will be used.
- 2) If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
- 3) If the dealer turns up the 4th card on the board before the round of betting is completed, the next card is burned and the 5th card is put down in the 4th card's place. After the betting is completed, the dealer will reshuffle the deck, including the card that was taken out of play, but not the burn cards or the discards. The dealer will then turn the 5th card without burning.
- 4) If the 5th card is turned up before betting is completed, it shall be reshuffled in the same manner as the previous rule.
- 5) Check Raise may or may not be allowed.
- 6) There may or may not be a limit on the number of raises.
- 7) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 8) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 9) The house may allow players to kill-it in certain designated games.
- 10) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 11) Any player may object to a player killing it unless it's a forced kill.
- 12) Players must use two of their four hole cards to make a hand.
- 13) When using a qualifier for low hand, in High-Low Split, and no hand qualifies for the low, the high hand wins the whole pot.
- 14) The house may allow the use of Jokers or Wild Cards.

### **Betting Structures for Omaha (High, Low, or High-Low Split)**

All games are table stakes. Therefore, players cannot bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Omaha game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

#### **No Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

#### **Pot Limit**

Before the flop:

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

**General:**

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

**Spread Limit**

**Before the flop:**

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the flop.
- 2) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

**On all rounds of betting after the flop:**

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

**Fixed Limit**

**Before the flop:**

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the lower limit. All-in bets are the only exception.
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

**After the flop:**

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the lower limit (e.g. \$3 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the lower limit. All-in bets are the only exception.

**After the turn:**

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).

- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
  - 4) All raises must be in increments of the higher limit. All-in bets are the only exception.
- After the river:
- 1) Players may check as long as no other player has bet.
  - 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
  - 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
  - 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

#### **Straight Limit**

Before the flop:

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the flop.
- 2) All raises must be in increments of the stipulated limit (unless going all-in).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.

On all rounds of betting after the flop:

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

## Lowball

- 1) Lowball is played with a standard fifty-two (52) card deck or with 53 cards when played with a joker, 54 cards when played with two jokers, etc.
- 2) Players may ante and/or put in blinds. (Antes and blinds are bets that may be made before the cards are dealt.)
- 3) Each player is dealt one card, face down, in turn, until each has five cards.
- 4) A round of betting follows.
- 5) Remaining players are allowed to draw cards (exchanging cards in their hands for different cards from the dealer).
- 6) Another round of betting follows.
- 7) The remaining players turn their hands face up to determine the winner.
- 8) The winning hand is the lowest ranking five-card poker hand, or the highest and the lowest ranking hand (s) may split the pot. At any given point during the hand, after the initial deal, if only one active player remains, the remaining player wins the pot and the hand is over.
- 9) In any given betting round, if a player bets in turn and no other player calls, the player who bet wins the pot and that hand is over. Blinds are considered bets made in turn.
- 10) Betting limits:
  - A) No Limit
  - B) Pot Limit
  - C) Spread Limit
  - D) Straight Limit
  - E) Fixed Limit



### **Rules for Lowball Poker**

- 1) After the draw, the first person, in order of action, with a seven or better must bet or they lose all rights to action after the draw.
- 2) The best hand is A-2-3-4-5. The worst hand is K-K-K-K-Q. A pair, three of a kind, and a full house count against players in lowball. However, flushes and straights do not.
- 3) Aces are always low.
- 4) A joker, if used, is considered the lowest card not already in a player's hand.
- 5) The house may have a rule that if a player wins two hands in a row he must kill-it. The stakes are increased (doubled unless otherwise stipulated) for the next hand. The player who won two hands in a row must put up a blind bet prior to the hand being dealt (even if the player chooses to leave the game that hand). If the player who had to kill the pot wins again he continues to kill-it until he loses.
- 6) The house may have a rule that any player who wins a pot of a predetermined amount must kill-it the next hand.
- 7) The house may allow players to kill-it in certain designated games.
- 8) The house may allow a new player to kill-it when entering the game or an existing player to kill-it when he misses the blinds.
- 9) The house may allow a player to kill-it before the third card is dealt. However, in order to do this the player wishing to kill-it must have, in front of him, four times the amount necessary to kill-it.
- 10) Any player may object to a player killing it unless it's a forced kill.
- 11) There may or may not be a limit to the number of raises.
- 12) If a card is exposed on the deal; players must keep a five or lower, a six or higher will be replaced with the first card after the deal is complete and the exposed card will be used as the burn. On the draw, if cards are exposed, the dealer will continue giving all the players their cards until everyone has had a chance to draw. Then the dealer will replace the exposed cards with the next cards off the deck.
- 13) All cards dealt off the table are treated like an exposed card.
- 14) Once action has started after the draw the dealer may not tell any player how many cards another player drew.

- 15) Check Raise may or may not be permitted.
- 16) If two or more players are dealt 6 cards it's a misdeal. If the first player to receive cards receives a sixth card and the dealer knows which card is the sixth card, the card will be taken back and used as the burn card (as long as the player has not looked at the card).
- 17) The last card of the deck is never given out. However, if the dealer should run out of cards on the draw. The last card and all the discards (not including the burn card) would be shuffled up, the dealer would again burn, and then complete the draw.
- 18) Any player may request to see any hand which is still live after all the action is complete. However, if the player with the winning hand requests to see another player's hand, the hand remains live even if previously killed.

## **Betting Structures**

All games are table stakes. Therefore, players can not bet more than they have on the table, in chips, at the beginning of the hand. In addition, no player can lose rights to money he's put in the pot due to insufficient funds. Players will be considered all-in at the point that they run out of chips and will not be forced to call any future bets for that hand. All-in players can win, from the other active players, only what proportionally is in the pot at the point at which they are all-in.

In any Lowball game, regardless of the limit, the house may stipulate, before the game begins, how and whether or not blind bets will be put up. The house may also stipulate how and whether or not antes are to be put up. Blinds may be any predetermined amount and may or may not directly relate to the limit of the game currently being played.

### **No Limit**

#### **Before the Draw:**

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

#### **After the Draw:**

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).
- 4) Players may bet all of the chips that they have on the table, anytime it is their turn to bet.

### **Pot Limit**

#### **Before the Draw:**

- 1) Players (except for players going all-in) must call at least the minimum bring-in, plus any raises made, in order to continue in a hand or fold. Therefore, players may never check before the draw.

- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

**After the Draw:**

- 1) Players may check or bet an amount equal to or greater than the minimum bring-in (except for players going all-in).
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

**General:**

- 1) In games where single dollar chips are involved in the blind, the pot total will be rounded to the nearest \$5.
- 2) Players may not at any time bet more than the amount in the pot, but may always bet up to the amount in the pot.
- 3) Money put into the pot to call a bet is automatically added to the size of the pot in order to compute the maximum amount a player can raise.

**Spread Limit**

**Before the Draw:**

- 1) Players (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit, in order to continue in the hand or fold. Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

**After the Draw:**

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet at least an amount equal to the lower limit, and no larger than the upper limit.

- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be equal to or greater than the size of the previous bet or raise (except for all-in bets).

### **Fixed Limit**

#### **Before the Draw:**

- 1) Players (except for players going all-in) must bet an amount equal to the lower limit in order to continue in the hand or fold (e.g. \$3 in a \$3 - \$6 game). Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the lower limit. All-in bets are the only exception.

#### **After the Draw:**

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the higher limit (e.g. \$6 in a \$3 - \$6 game).
- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the higher limit. All-in bets are the only exception.

### **Straight Limit**

#### **Before the Draw:**

- 1) Players (except for players going all-in) must bet an amount equal to the betting limit in order to continue in the hand or fold (e.g. \$30 in a straight \$30 game). Therefore, players may never check before the draw.
- 2) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 3) All raises must be in increments of the stipulated limit (unless going all-in).

#### **After the Draw:**

- 1) Players may check as long as no other player has bet.
- 2) Players wishing to bet (except for players going all-in) must bet an amount equal to the betting limit (e.g. \$30 in a straight \$30 game).

- 3) If there is a bet, the remaining players must call the bet (unless all-in), raise the bet, or fold.
- 4) All raises must be in increments of the betting limit. All-in bets are the only exception.

# **NO BUST**

## **21st CENTURY**

# **BLACKJACK**

### **Standard Rules**

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**Patent Number 5,503,401, Patent Number re: 36, 255, Patent Number 6,170,828 and three additional patents pending.**

**21<sup>st</sup> Century Blackjack Trademark Registration No. 2,485,604**

**No Bust Blackjack Trademark Registration No. 2,404,922**

**OBJECT OF THE GAME**

The object of No Bust-21st Century Blackjack is for the players and the Player/Dealer to add the numerical value of their cards and:

- Achieve the best possible point total, two Jokers or a "Natural 22". This hand pays 2 to 1.)
- A "Natural 22" beats all other hands.
- A Joker is a "wild" card and combined with any other card is the second best hand.
- Draw additional cards if needed.

### **VALUE OF CARDS**

A plural standard deck of cards with one Joker added per deck is used in the play of the game. The game can be played with a minimum of two (2) and a maximum of eight (8) decks.

- Two Jokers dealt as the first two cards is the best possible hand and is also known as a "Natural 22".
- One Joker dealt with any other card regardless of values is the second best hand. The Joker in this case is "wild".
- An Ace has a value of either 1 or 11.
- All cards from 2-9 have their face value.



- Picture or face cards have a value of 10.

### **RANKING CHART**

<b>Card</b>	<b>Value</b>
<b>Ace</b>	<b>1or 11</b>
<b>Two</b>	<b>2</b>
<b>Three</b>	<b>3</b>
<b>Four</b>	<b>4</b>
<b>Five</b>	<b>5</b>
<b>Six</b>	<b>6</b>
<b>Seven</b>	<b>7</b>
<b>Eight</b>	<b>8</b>
<b>Nine</b>	<b>9</b>
<b>Ten</b>	<b>10</b>
<b>Jack</b>	<b>10</b>
<b>Queen</b>	<b>10</b>
<b>King</b>	<b>10</b>
<b>Joker</b>	<b>Wild</b>

### **ROUND OF PLAY**

1. **No Bust-21st Century Blackjack is played on a raised gaming table. The table seats eight players who face the dealer in a 180-degree seating arrangement. The tables are commonly used in the casino industry. The casino dealer stands opposite of the players, and in the center of the table. The casino dealer's chip tray is set in front of him/her. The play starts from the right of the dealer and proceeds in a clock-wise fashion.**
2. **The game utilizes a standard 52-card deck, with the addition of one Joker per deck for a total of 53 cards. The game can be played with a minimum of a two decks, totaling 106 cards and to a maximum of eight decks totaling 424 cards.**
3. **All tables will have some type of signage where the name of the game is displayed, along with the minimum and maximum wager allowed, and collection fee for the players and Player/Dealer. A maximum of three collection rates are allowed in compliance with the California Penal Code.**
4. **A standard round of play begins when a Player/Dealer is designated. The Player/Dealer will place an amount of money (casino chips) in front of their seat in a betting circle and that money will be used to pay the winners and will also set the amount that he/she can collect from the loser. The casino will place a "button" in front of the Player/Dealer which designates that they are taking the "bank" position and further designate whether it is the first or second turn for the Player/Dealer in the banking position. The Player/Dealer will place the collection fee in front of his betting circle.**
5. **Players at a table then place their wagers in designated betting circles. The players may place a wager at his/her seat along with other unoccupied betting circles. Each player must pay the posted collection for the wager they placed in any betting circle where they have money or "action".**
6. **Once the Player/Dealer has posted the amount of money he/she will wager against the other players, and once the players have placed their wagers, the casino dealer will collect all of the fees. This will always be accomplished prior to the start of the game in accordance with the California Penal Code. The casino dealer will take the collection fees and drop them into a locked collection box affixed to the gaming table.**

7. **After the fees have been collected, the dealer will deal the cards to the players and the Player/Dealer. All cards dealt throughout the game are always dealt face up. The casino dealer is the only person on the table to touch the cards. The players will signal to the dealer by hand gesture if they wish to hit or stand. These hand signals will be consistent with industry standard signals such as moving their hand in a sweeping motion towards their body indicating they want an additional card and in moving their hands in a side to side manner, indicating they wish to stay with their cards on the table. The casino dealer deals the first card to the player seated to the left of the designated Player/Dealer, in a clock-wise fashion. Each player will be dealt one card face up and the Player/Dealer will receive his/her first card also. The Player/Dealer's dealer first card will be placed in front of the casino dealer rather than in front of the Player/Dealer's seat position.**
  
8. **The casino dealer will deal a second face up card to the players, again starting at the player to the first seated position to the left of the Player/Dealer, in a clock-wise fashion. The Player/Dealer does not get dealt a second card until all players have been given the opportunity to be dealt additional cards to make the best possible hand. (Rules and procedures for hands that can be split, double-down, and surrendered are outlined on page 11.)**
  
9. **Players must follow the below listed charts in deciding whether to hit or stand on a particular hand.**

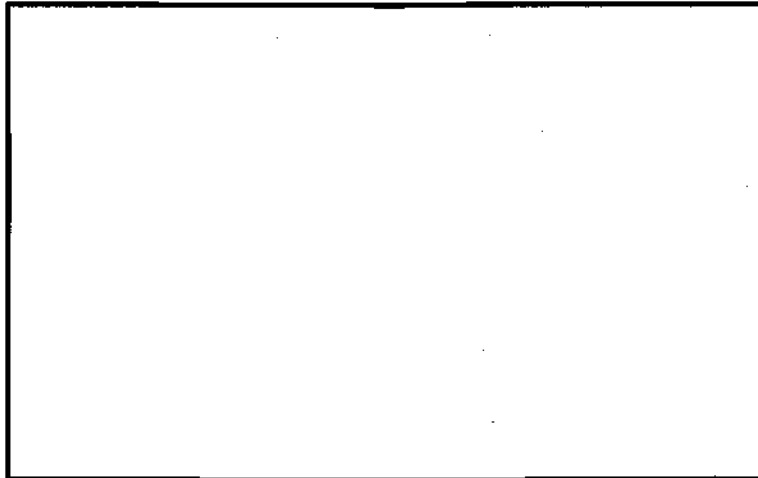
# Rules for Players

<b>Must Stand on</b>	<b>Must Hit on</b>	<b>Have Option on</b>
		<b><u>12</u></b>
	<b><u>11 or Less</u></b>	<b><u>13</u></b>
<b><u>Soft &amp; Hard 20</u></b>		<b><u>14</u></b>
<b><u>Soft &amp; Hard 21</u></b>		<b><u>15</u></b>
<b><u>Natural 22</u></b>		<b><u>16</u></b>
		<b><u>17</u></b>
		<b><u>18</u></b>
		<b><u>19</u></b>

10. After all players have made their best hands by indicating to the casino dealer that they do not wish to have additional cards dealt to them, the Player/Dealer will receive his/her second card. This card will determine where the "action button" will be placed.
  
11. The action button determines where the action starts or who will be first to be paid for their winning hand or lose their wager. The action button is placed based on its numerical value and in comparison to the players seated at the table. (Please see the chart below for an example of how the card's value is used to determine the placement of the action button.

12. Once the hand is played to the end, the payout or collection of the wagers will begin at the seat where the action button is placed. The settling of the wagers will proceed in a clock-wise manner until all wagers have been acted upon.
13. In the event that the Player/Dealer does not have enough money on the table to cover all the wagers on the table, there will be no free collection button, refund, or other conciliatory action give to the affected players by the casino or the Player/Dealer.
14. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will be dealt the next card and the action button will be placed. Winning and losing wagers will be determined and all pay-offs made. Players have no options on their hands if this occurs.

15. The Player/Dealer's cards will always be dealt and placed in front of the casino dealer's tray. The placement of the Player/Dealer's cards is standard in all games and is depicted in the chart below:



16. The casino dealer continues to draw cards for the Player/Dealer, if necessary until a Hard 17 or higher number is reached. The Player/Dealer does not have an option of hitting a Hard 17 or higher nor staying on a Soft 17 or lower. See the chart below for details:

Rules for Player/Dealer		
Must Stand	Must Hit	Have Option

on	on	on
<b>HARD 17</b>	<b>SOFT 17</b>	<b>NONE</b>
<b>AND ABOVE</b>	<b>OR LESS</b>	

17. Once the Player/Dealer's hand has been made, all winners and losers are determined when their card's numerical value are compared to the Player/Dealer's. The Player/Dealer is never required to cover all opposing player's wagers. A Player/Dealer can only win or lose as much as they have placed on the table to cover a portion or all of the wagers. If there is not enough money from the Player/Dealer position to cover all winning wagers, there will be no refund, free collection, or other form of rebate given to the affected players.
18. After all wagers are settled, the cards are collected and discarded. The bank button is changed and after every two hands, the Player/Dealer position is rotated in a clock-wise fashion around the table.
19. The next round of play begins once the casino dealer collects all cards from the table and places them in the discard tray. The casino dealer will also change the bank button, and if necessary (if the same person has already held the Player/Dealer position twice) rotate the Player/Dealer position clock-wise to the next position on the table. If there is no person that intervenes on the Player/Dealer's position, the game will be "broken" or stopped, as required by the California Penal Code.

## **GAME RULES**

1. A "Natural 22" (the first two cards dealt are Jokers) is the best possible hand. If the player and the Player/Dealer's hands are both a "Natural 22", the hand is a push or tie, and no action is taken on the wager.

2. The second best hand is a Joker (wild card) with any other card.
3. If a player's total is less than a "Natural 22" and the Player/Dealer's total is more than a "Natural 22", the player wins the hand.
4. If a player's total is less than a "Natural 22" and the Player/Dealer's hand is less than a "Natural 22", the hand closest to a "Natural 22" wins.
5. If a player and the Player/Dealer have the same total and it is less than a "Natural 22", the hand is a push or tie, and no action is taken on the wager.
6. If a player's and the Player/Dealer's totals are more than a "Natural 22", the following will apply:
  - A) If the Player/Dealer is closer to a "Natural 22", the Player/Dealer wins the hand.
  - B) If the player is closer to a "Natural 22", the result is a push or tie and no action is taken on the wager.
8. The Player/Dealer wins all ties or pushes over a "Natural 22".
9. If a player has more than a "Natural 22" and the Player/Dealer has less than a "Natural 22", the Player/Dealer wins. The player would win if they had less than a "Natural 22" and the Player/Dealer had more than a "Natural 22".
10. If the Player/Dealer's first up card is a Joker, all hands are frozen on the table. The Player/Dealer will draw the next card and the action button will be placed. Winning and losing wagers will be determined and pay-offs made.
11. No player may double-down, surrender, or split when the Player/Dealer is dealt a Joker as their first up card.
12. If the Player/Dealer's first up card is not a Joker, the casino dealer will draw as



many card as needed (after all player's have made their hands) up to the a Hard 17 or higher.

13. Players with a non-Joker hand have the option to draw additional cards to make their best hand.

14. A Joker with any card is a hard 21 and a player cannot draw an additional card.

15. The game is played on an industry standard Blackjack table where up to eight primary players can be seated.

16. All collection fees are collected by the casino dealer prior to the start of play. Collection fees are pre-determined by the casino and can be up to three separate rates per game. All collection rates and wagering limits for the game will be posted at each gaming table and will not be based on a percentage or other factors.

17. Backline betting is allowed; subject to local ordinance or code.

18. Third Party Providers of Proposition Player Services, as defined in Section 19984 of the California Business and Professions Code (the Gambling Control Act), are permitted to play.

### **DOUBLE-DOWN, SPLIT, SURRENDER & ODDS**

Players can double-down on their first two cards dealt to them. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. The player will only receive one card regardless of the total.

Players can split any pair or two cards with a value of 10 each, originally dealt to them. The exception is two Aces. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game. A player may draw as many cards as the desire per split card to make the best hand.

Players can split any two Aces originally dealt to them but can only receive one extra card per Ace. The player must place a second wager equal to the wager he/she originally placed prior to the start of the game.

Multiple splitting of cards is permitted up to a maximum of three (3) splits per hand.

Players can surrender after their first two cards are dealt to them. If they choose to surrender, half of their wager will be forfeited. The player must indicate they wish to surrender before the Player/Dealer's second card is dealt. Their (the player's) play for that hand will cease.

Players cannot double-down, split, or surrender when the Player/Dealer's first card dealt is a Joker.

There is no extra collection fee taken by the casino on any double-down or split executed by a player, nor is there any extra collection fee charged to the Player/Dealer.

Player's Joker-Joker or "Natural 22" pays 2 to 1. All other hands pay 1 to 1.

All pay-offs are to the extent that the Player/Dealer's money covers the action on the table. A Player/Dealer cannot win or lose more than the entire amount of money placed on the table prior to the start of the hand.

## **LEGAL**

The Player/Dealer position must rotate in a continuous and systematic fashion, and cannot be occupied by one person for more than two consecutive hands. There must be an intervening Player/Dealer so one person cannot continually occupy the position and the "bank" hand within the meaning of Oliver v. County of Los Angeles (1998) 66 Cal. App. 4th 1397, 1408-1409. And in addition to the meaning of AB 1416 (the Wesson Bill) which added section 330.11 to the California Penal Code relating to the California licensed gambling establishments and any future regulatory guidelines from the California Department of Justice, Division of Gambling Control, with respect to the operation of a controlled game featuring a Player/Dealer position.

## **No Bust Blackjack**

Collection

**No Bust Blackjack**

Collection for the base game

**Table Limits Player/dealer Player**

**\$2- \$20 25cents 25cents**

**\$ 5-\$ 50 50 cents 50 cents**

**\$ 10-\$100 \$ 1 \$ 1**

**\$ 50-300 \$ 2 \$ 2**

### General Rules for Double Hand Poker

- 1) The hands are ranked in sequence according to the Poker Ranking Chart shown in the accompanying ranking charts.
- 2) Players and the player/dealer must arrange their seven cards into a two card hand and a five card hand. The five card hand must rank higher than the two card hand. Example: If a player's cards are A A K K 2 3 4, the player may arrange the hand with the pair of kings in the low hand and the pair of aces 2 3 4 in the high hand. The player could also put 2 3 in the low hand and two pair, aces and kings with a 4 kicker in the high hand.
- 3) If a player's two card hand and the player/dealer's two card hand are equally ranked (copy), the player/dealer wins the two card hand. If a player's five card hand and the player/dealer's five card hand are equally ranked (copy), the player/dealer wins the five card hand.
- 4) All players at the table play against another player or players acting as the player/dealer. Players are never playing against the house.
- 5) Players place their bets before the dice cup is opened. No change in bets can occur after that point. Only chips placed in the demarcated area on the table constitute a valid bet.
- 6) Each player is responsible for the chips he places on the table.
- 7) Betting limits are established in advance.
- 8) The player/dealer is allowed to cover all individual bets, but is not required to.
- 9) Kum-Kum bets will be paid off and/or collected as one bet.
- 10) Players who bet Kum-Kum do so at their own risk. The house will not hold up action or be responsible for settling disputes that arise from Kum-Kum bets.
- 11) No side bets are allowed.
- 12) A joker, if used, counts as an ace or may be used to complete a straight, a flush, or a straight flush.
- 13) When the player/dealer position moves to another seated-position, any player betting on that seated-position the previous hand is eligible to be the player/dealer for the next hand. The player sitting at that seated-position has the first option as long as he paid a collection on his seated-position the previous hand. Players who also paid collection on that seated-position the previous hand are eligible to be the player/dealer, if the seated player refused, in order of the square they bet in.
- 14) The player/dealer position rotates in a systematic and continuous way so the deal does not remain with a single person for more than two hands in a row. There must be an intervening player/dealer so that a single player cannot have repeated deals within the meaning of Oliver V. County of Los Angeles (1998) 66 Cal. App. 4<sup>th</sup> 1397, 1408-09. The game will be disbanded if at least one other intervening player at the table does not accept the deal when offered. The game may resume with a different player/dealer in the player/dealer seated position or after a reasonable amount of time.
- 15) Players and the player/dealer may only win or lose, on any given hand, an amount equal to the chips bet when the dice cup was opened. Bets are collected and paid only to the extent that the player/dealer's bet is in action.
- 16) By a random method (e.g. shaking dice or other) the player/dealer determines which seated-

position receives the action pile and is the first to have its bets settled against the player/dealer.

- 17) Piles are dealt starting with the action pile and continuing with the next pile to the dealers right. Piles are given out in order (clockwise) to each seated-position.
- 18) Any piles dealt to a seated-position without a bet are subsequently retrieved by the dealer.
- 19) When the dealer is arranging the cards into piles of seven cards, if one card is exposed, and it is not an ace or a joker, the card is set aside, the remaining cards are dealt out as normal and the exposed card is replaced with top card left over after making seven piles of seven cards. If the exposed card is an ace or a joker, the entire deck is scrambled together, shuffled, and redealt.
- 20) When the dealer is distributing piles to the players, if a card is exposed, that player's hand is dead and all bets on that seated-position are returned.
- 21) The seated player (or the one betting in the first square) sets the hand. Unless, another player wagers at least double the amount of the seated player's wager, then the higher wager sets the hand.
- 22) It is each player's responsibility to arrange his hands correctly. Hands play as set.
- 23) Once the hand is set, players must place it in front of their bets. The cards must be arranged into a two card hand and a five card hand.
- 24) Players are forbidden to show or discuss their hand with any player involved in another active hand.
- 25) Should a player want the dealer to set the hand House Way, the player should hand the cards to the dealer who will set the hands and leave them in front of the player's bet.
- 26) The dealer may not influence the player/dealer as to selection of the action pile, shaking of the dice cup, and setting of hands. However, the dealer or the floor person may set a player's hands House Way if requested. At the request of the player/dealer, the dealer may show reasonable options in setting of the hands, but the final setting is the player/dealer's decision.
- 27) Any attempts to switch, pass, hold out cards, or any other illegal actions may result in a fouled hand and forfeiture of that wager to the extent that money covers.
- 28) The player/dealer must signal in an acceptable manner (e.g. turn over the "GO" button) before the dealer will expose any players' hands
- 29) Once the dealer has begun scrambling the cards together, management cannot render a decision regarding the previous hand.
- 30) Player's must protect their own hands.
- 31) The house does not stand good for mistakes.
- 32) Players may be away from the table for a maximum of 30 minutes. After that period, players may be subject to having their seat forfeited. The house may change the length of the time period.
- 33) Management reserves the right to make decisions which are in the best interest of the game. Therefore, under special circumstances, a decision may be rendered that is contrary to the strict and technical interpretation of these rules.
- 34) Decisions of management are final.